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1 **Quality of service support for networked media players**
Nirkhe, V.; Baugher, M.;
Compcon '95.'Technologies for the Information Superhighway', Digest of Papers. , 5-9 March 1995
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[Abstract]   [PDF Full-Text (356 KB)] **IEEE CNF**

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2 **System support for mobile multimedia applications**
Inouye, J.; Cen, S.; Pu, C.; Walpole, J.;
Network and Operating System Support for Digital Audio and Video, 1997.,
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Page(s): 135 -146

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3 **Time-lined TCP for the TCP-friendly delivery of streaming media**
Mukherjee, B.; Brecht, T.;
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[Abstract]   [PDF Full-Text (1068 KB)] **IEEE CNF**

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4 **Multicast distribution and control for streaming multimedia**
Weaver, A.C.; Van Dyke, J.W.;
Industrial Electronics Society, 2001. IECON '01. The 27th Annual Conference of the
IEEE , Volume: 3 , 29 Nov.-2 Dec. 2001
Page(s): 1806 -1809 vol.3

[Abstract]   [PDF Full-Text (397 KB)] **IEEE CNF**

5 Dynamic multimedia integration with the WWW
Sato, K.; Takada, T.; Aoyagi, S.; Hirotsu, T.; Sugawara, T.;
Communications, Computers and Signal Processing, 1999 IEEE Pacific Rim Conference on , 22-24 Aug. 1999
Page(s): 448 -451

[Abstract]   [PDF Full-Text (412 KB)] **IEEE CNF**

6 Active files: a mechanism for integrating legacy applications into distributed systems
Dasgupta, P.; Itzkovitz, A.; Karamcheti, V.;
Distributed Computing Systems, 2000. Proceedings. 20th International Conference on , 10-13 April 2000
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1 **Integrating Windows streaming media technologies into a virtual classroom environment**
Stephen Huang; Hui Hu;
Multimedia Software Engineering, 2000. Proceedings. International Symposium on ,
11-13 Dec. 2000
Page(s): 411 -418

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1 Experiments in social data mining: The TopicShop system   ▭
Brian Amento, Loren Terveen, Will Hill, Deborah Hix, Robert Schulman
March 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 1

Full text available: 📄 pdf(377.92 KB)   Additional Information: full citation, abstract, references, index terms

Social data mining systems enable people to share opinions and benefit from each other's experience. They do this by mining and redistributing information from computational records of social activity such as Usenet messages, system usage history, citations, or hyperlinks. Some general questions for evaluating such systems are: (1) is the extracted information valuable? and (2) do interfaces based on the information improve user task performance? We report here on *TopicShop*, a syst ...

Keywords: Cocitation analysis, collaborative filtering, computer-supported cooperative work, information visualization, social filtering, social network analysis

2 Learning the iTunesDB file format   ☐
Patrick Crosby
December 2002 **Linux Journal**, Volume 2002 Issue 104

Full text available: 🔘 html(18.68 KB)   Additional Information: full citation, abstract, index terms

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3 Flycasting: Using Collaborative Filtering to Generate a Playlist for Online Radio   ☐
D. Hauver, J. French
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Full text available: 📑 Publisher Site   Additional Information: full citation, abstract

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Yubing Wang, Mark Claypool, Zheng Zuo
November 2001 **Proceedings of the First ACM SIGCOMM Workshop on Internet**

Measurement Workshop

Full text available: 📄 pdf(4.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

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5 TopicShop: enhanced support for evaluating and organizing collections of Web sites   ☐
Brian Amento, Loren Terveen, Will Hill, Deborah Hix
November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**
Full text available: 📄 pdf(526.36 KB)   Additional Information: full citation, references, citings, index terms

6 A micro-organizational model for supporting knowledge migration   ☐
F. H. Lochovsky, C. C. Woo, L. J. Williams
March 1990 **ACM SIGOIS Bulletin , Proceedings of the conference on Office information systems**, Volume 11 Issue 2-3

Full text available: 📄 pdf(1.02 MB)   Additional Information: full citation, abstract, references, citings, index terms

One of an organization's assets is the knowledge it has for carrying out its activities in an acceptable way. However, due to the constantly changing environment in which it operates, its knowledge must evolve in order for it to survive and to stay competitive. For this reason, it is inappropriate to hard-code organizational knowledge into a computer-based organizational support system. Supporting the evolution of organizational knowledge, in general, is a very difficult problem because the ...

7 Comparative design review: an exercise in parallel design   ☐
Jakob Nielsen, Heather Desurvire
May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: 📄 pdf(781.47 KB)   Additional Information: full citation, abstract, references, citings, index terms

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8 Posters: Exploring the role of emotion in the interaction design of digital music players   ☐
John Zimmerman
June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**
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Keywords: affective design, interaction design, music interface

9 Collaborative Filtering: Specifying preferences based on user history   ☐
Loren Terveen, Jessica McMackin, Brian Amento, Will Hill

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available: 📄 pdf(475.14 KB)   Additional Information: full citation, abstract, references

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10 Demonstrations: Demonstration of a distributed MPEG-7 video search and retrieval application in the educational domain
Mark van Setten, Erik Oltmans
October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Full text available: 📄 pdf(1.33 MB)   Additional Information: full citation, abstract, references

This demonstration shows the end-user application of the Video-over-IP (VIP) system. This system encompasses a whole chain of processes for digital video databases, ranging from distributed content production to acquire MPEG-7 metadata (including speech-and video analysis) to the deployment and access to the video database by end users. This system has been developed as an application for the next generation Internet. The end-user application provides distributed search engines, tools to browse ...

Keywords: MPEG-7, distributed, next generation internet application, search and retrieval, video databases

11 Personal DJ, an architecture for personalised content delivery
Adam Field, Pieter Hartel, Wim Mooij
April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available: 📄 pdf(223.80 KB)   Additional Information: full citation, references, index terms

Keywords: moods, personalisation, radio, user evaluation

12 Domain knowledge and the design process
John McDermott
June 1981 **Proceedings of the eighteenth design automation conference on Design automation**

Full text available: 📄 pdf(695.93 KB)   Additional Information: full citation, abstract, references, citings, index terms

During the past 10 or 12 years, Artificial Intelligence researchers have explored techniques for bringing large amounts of domain knowledge to bear in solving ill-structured problems. Several programs that make use of these knowledge-based techniques are currently being developed to assist in various design tasks. This paper introduces one technique—rule-based programming—and illustrates its use with two programs, R1 and XSEL, which are used by Digital Equipment Corporation in t ...

13 The management of end-user computing: status and directions
James C. Brancheau, Carol V. Brown
December 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 4

Full text available: 📄 pdf(3.74 MB)   Additional Information: full citation, abstract, references, citings, index

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The development of computing applications by the people who have direct need for them in their work has become commonplace. During the 1980s, development of applications by "end users" accelerated and became a key management and research concern. Known as "end-user computing," the phenomena and research associated with this trend cross a variety of disciplines. This article critically surveys the published literature on end-user computing (EUC) management according t ...

Keywords: desktop computing, end-user computing, information center, information technology management, personal computing

14 Comparative design review: an exercise in parallel design (panel)
Jakob Nielsen, Randy Kerr, Dan Rosenberg, Gitta Salomon, Heather Desurvire, Rolf Molich, Tom Stewart
January 1993 **Proceedings of the conference on Human factors in computing systems**

Full text available: pdf(689.67 KB)   Additional Information: full citation, references, index terms

15 Alternate distribution strategies for digital music
G. Prem Premkumar
September 2003 **Communications of the ACM**, Volume 46 Issue 9

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Digitization of music has created opportunities to reengineer the supply chain and improve its efficiency.

But how will it play out?

16 Short Papers: Flytrap: intelligent group music recommendation
Andrew Crossen, Jay Budzik, Kristian J. Hammond
January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces**

Full text available: pdf(204.25 KB)   Additional Information: full citation, abstract, references

Flytrap is a group music environment that knows its users' musical tastes and can automatically construct a soundtrack that tries to please everyone in the room. The system works by paying attention to what music people listen to on their computers. Users of the system have radio frequency ID badges that let the system know when they are nearby. Using the preference information it has gathered from watching its users, and knowledge of how genres of music interrelate, how artists have influenced ...

Keywords: audio spaces, intelligent environments, ubiquitous computing

17 Content management for electronic music distribution
François Pachet
April 2003 **Communications of the ACM**, Volume 46 Issue 4

Full text available: pdf(201.51 KB)
html(25.55 KB)   Additional Information: full citation, abstract, references, index terms

Two approaches to distributing music on the Net---the hard way and the easy way---compete and complement each other in the quest for meaningful musical metadata.

18 The information furnace: consolidated home control
Diomidis D. Spinellis
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1

Full text available: pdf(488.36 KB)   Additional Information: full citation, abstract, index terms

The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

Keywords: Automation, Consumer electronics, Home-control, Multi-modal interfaces

19 Demonstration Descriptions: mpME!: music recommendation and exploration

Jared Dunne, Louis Lapat, Marc Flury, Mustafa Shabib, Tom Warner, Kris Hammond, Lawrence Birnbaum

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces**

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Keywords: group and organization interfaces, information systems, recommendation systems

20 SACT: a tool for automating semi-structured organizational communication

C. C. Woo

March 1990 **ACM SIGOIS Bulletin , Proceedings of the conference on Office information systems**, Volume 11 Issue 2-3

Full text available: pdf(863.14 KB)   Additional Information: full citation, abstract, references, citings, index terms

To cope with a highly specialized environment, organizational workers specialize in different areas of knowledge (e.g., taxation). Communication plays a very important role in performing organizational tasks that require multiple specializations. In fact, research data shows that managers and professionals spend about 70-80% of their time in communication. To alleviate the time organizational workers spend in communication, some of their communication should be automated. In this paper, we ...

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December 2002 **Linux Journal**, Volume 2002 Issue 104

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Keywords: group and organization interfaces, information systems, recommendation systems

15 Structuring internet media streams with cueing protocols

Jack Brassil, Henning Schulzrinne

August 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 4

Full text available: pdf(282.39 KB)   Additional Information: full citation, abstract, references, index terms

We propose a new, media-independent protocol for including program timing, structure, and identity information in Internet media streams. The protocol uses signaling messages called *cues* to indicate events whose timing is significant to receivers, such as the start or stop time of a media program. We describe the implementation and operation of a prototype Internet radio station which transmits program cues in audio broadcasts using the Real-Time Transport Protocol (RTP). A collection of ...

Keywords: content delivery networks, multimedia signaling, real-time transport protocol (RTP)

16 Representing internet streaming media metadata using MPEG-7 multimedia description schemes

Eric Rehm

November 2000 **Proceedings of the 2000 ACM workshops on Multimedia**

Full text available: pdf(603.51 KB)   Additional Information: full citation, abstract, references, index terms

Singingfish.com uses MPEG-7 description schemes to model the metadata characteristics of Internet streaming media. Further it has used MPEG-7 description schemes as the basis for a number of internal experiments, processes, as well as interchange with commercial content partners. This paper describes our selection of description schemes from the MPEG-7 Multimedia Description Schemes (MDS) Working Drafts, their ability (or lack thereof) to represent Internet streaming media metadata, and our e ...

Keywords: MPEG-7, multimedia, search engine, streaming media

17 Logistics/transportation applications: General topics: a voice assisted simulation-animation architecture

Raymond L. Smith, Stephen D. Roberts

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: pdf(382.09 KB)   Additional Information: full citation, abstract, references

This paper introduces a software architecture that has been used to enable voice assistance for a simulation-animation environment by integrating technologies that recognize spoken language input and generate spoken language output. Voice assisted technology has several

features which make user navigation within complex software applications easier than traditional methods, such as key-typed commands or mouse manipulation. While this environment might be more friendly to an end user, several cha ...

18 The Little iTunes Book

Bob LeVitus

August 2003 Book, Peachpit Press

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19 The Little iTunes Book

Bob LeVitus

November 2002 Book, Peachpit Press

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20 Linux for suits: open source radio

Doc Searls

January 2002 **Linux Journal**, Volume 2002 Issue 93

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